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# Couple of Ways to Predict and Hypnotize People by Online Games

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**Abstract:** *Controlling the human is becoming a common convenient means of not only doing business over the Internet but also getting more economical ability and powered to control different societies. To hypnotize people to buy or do something is very common now a days. For instance when one goes to a supermarket to buy a single thing, he/she leaves the supermarket with a pack of huge amount of shopping. The reason is nothing but just being hypnotized. Colors have all sorts of impact on how we spend. Studies have shown that waitresses who wear red tend to get bigger tips, and red even makes us spend more online. In the same fashion voices sounds and frequencies also affect human brain. [1] The dichotic presentation of two almost equivalent pure tones but with slightly different frequencies leads to perceive fluctuations sounds which occurs as amplitude modulation generated by the two pure tones, or so-called beat, in the brain. The beat in this phenomenon is generated within the brain and is referred to as a binaural beat. The superior olivary complex is believed to be the first nucleus that receives auditory information from both sides of the ears, and binaurally activated phase-sensitive neurons are also found in the inferior colliculus (Kuwada et al., 1979; McAlpine et al., 1996, 1998; Spitzer and Semple, 1998; Schwarz and Taylor, 2005; Karino et al., 2006). The fluctuation in frequency equals the difference in the two pure tones that are presented. However, a classic study reported that the maximum difference in the two tones for which humans can perceive them as beat is 35 Hz; otherwise, 2 separate pure tones were perceived instead (Oster, 1973). For example, when a sinusoidal pure tone of 250 Hz is presented to the left ear and a 256 Hz is simultaneously presented to the right ear, amplitude modulation with a frequency rate of 6 Hz is perceived by the brain (Figure 1). In addition to the difference in the 2 tones, the carrier tone, which is the lower tone of the 2 tones, is also involved in the beat perception. One study measured perception of the beat on different frequency carrier tones and suggested that an intermediate frequency carrier tone of ~440 Hz facilitated the widest range of beat perception compared to lower and higher frequency carrier tones, which facilitated a narrower range (Licklider et al., 1950). The binaural beat induces an interesting effect termed the frequency following effect (Moushegian et al., 1973). This effect can induce brain activity corresponding to the perceived beat. The process of brain activity synchronization to the perceived beat is called entrainment (Wahbeh et al., 2007). Several studies have been conducted to investigate this effect and have attempted to determine the brain positions entrained by binaural beats. The brain responses to the 6-Hz binaural beat revealed in this study showed that theta activity was enhanced similar to that observed in a meditative state within just 10 min of exposure. Therefore, a 6Hz binaural beat on a 250 Hz carrier tone could be utilized as a stimulus for inducing a meditative state, as meditation has several advantages, such as stress reduction. However, achieving such effects via meditation require a deep meditative state that often takes a long period of time. With this binaural beat, a meditative state can be induced in just 10 min and may be more feasibly implemented in modern lifestyles. Hence if during the online game we deliver 6Hz different between two earphones, end user will feel good emotional sense. It means we can introduce any kind of actions, to end user as a positive emotional sense (even killing others). In this research we are going to introduce the ways we can hypnotize end user of online games. The hypnotize via internet can be achieved by understanding end users' psychological manners, required colors and frequencies during the online games and the best time to apply it. The psychological manner can be obtained by biorhythm, iridology and eye scan of players. The position of computer on the table of user and biorhythm of the online game players are other important factors in our research which we describe it.*

**Index Terms—** carrier tones, biorhythm, iridology, hypnotization

## 1. Introduction

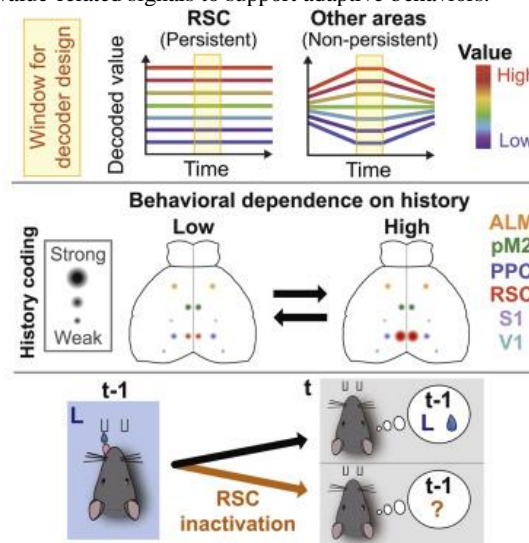
One way to ensure hypnotizing agility and efficiency is to direct the player to obey our order. In this way, supported interfaces, availability, actions to be performed when violations occur and endured is very important factors. On the other hand the most important factor is feeling convenience by users during the playing game. For instance suppose the game player shouting in the shop A with the red theme, the frequency to be heard by him/her has positive brain effect but in the shop B with the green theme after shooting he/she hears negative brain effect frequency.

Hence his/her brain after repeating the same schedule again and again studies shooting in red theme shops is enjoyable but in green theme same action has awful feeling. Hence we have taught his/her brain what to do (without making him/her to understand herself/himself). In this manner we can direct the human brain, like a dog when his action is well, we feed him. Hence just we need to know good frequencies and bad frequencies for the human brain in addition to achieve this goal we use biorhythm, we can predict his/her psychological manner. Hence we can predict his/her future activities in her/his mission. By predicting him/her we can make him/her more comfort during the playing game. It means not only we can consider to be the winner during the hypnotization but also he/she feels convenience and satisfaction to do our dictated mission. The place of computer is also very important factor, which we explain it. By date of birth and current date of computer we can calculate the biorhythm of him/her, the usage of iridology and eye scan also is very important. Hence we can predict his/her future activities in the online game. By predicting him/her we can make him/her more comfort during the usage of online game. It means not only we can consider our users for their future attendance but also we can increase the effect of hypnotization on the users due to their convenience in our on line games.

## 2. Related works

To control brain there is number of ways as follow.

[2] Scientists in Australia, Japan, and the United States are trying to develop more refined ways of stimulating the brain's balance organ – not just to influence movement, but also to create more realistic virtual reality simulations, as well as medical prosthetics to help people with balance disorders. The devices work by stimulating the vestibular system – a set of tiny structures just behind the ear that keep the head upright and make the visual world appear steady, even when a person is walking and looking around. Three fluid-filled canals, known as the circular canals, sense rotation of the head, while another structure, the otoliths, sense the direction of gravity. Signals from the vestibular nerve travel to the brain; for example, a greater frequency of signals from one ear signals that the head is moving in that direction. Scientists can stimulate the vestibular system with a small jolt of electricity delivered just behind the ear from a small external device, sending the normal vestibular signals out of × whack. Last summer, Japanese scientists from Nippon Telegraph and Telephone Communication Science Laboratories demonstrated such a device at a technical conference in Los Angeles Volunteers put on an odd-looking set of headphones and a blindfold, while someone Else pushed buttons on the remote controller, making the blindfolded subject weave [2]. [1] Decision making is often driven by the subjective value of available options, a value which is formed through experience. To support this fundamental behavior, the brain must encode and maintain the subjective value. To investigate the area specificity and plasticity of value coding, we trained mice in a value-based decision task and imaged neural activity in 6 cortical areas with cellular resolution. History- and value-related signals were widespread across areas, but their strength and temporal patterns differed. In expert mice, the retrosplenial cortex (RSC) uniquely encoded history- and value-related signals with persistent population activity patterns across trials. This unique encoding of RSC emerged during task learning with a strong increase in more distant history signals. Acute inactivation of RSC selectively impaired the reward-history-based behavioral strategy. Our results indicate that RSC flexibly changes its history coding and persistently encodes value-related signals to support adaptive behaviors.



In related works to control human brain, as described always we need physical instruments. But in our research we try to make human brain control without using any physical instrument. To achieve this goal we need to predict the online players. [3];[4] Discussing and conveying a way which can easily attract web customers by predicting their activities; however, there are a lot of works discussing the best logical ways that direct web-customers to their goal. These works are mainly focused on logic solution to obtain shortest and economical way to the goal. Unfortunately, none of the works predict the web-customers' activity as well as their feeling in the service selection. This research successfully build the first step towards achieving the use of predicting web-customers' activities in service selections to present the best feeling and comfort to achieve their goal.

Works	Predict	Correctly	No effect
Data Obtained BY Biorhythm Prediction	1000	550	450
Data Obtained By IP Prediction	100	23	77
Data Obtained By Weather Prediction	100	19	81
Data Obtained By Combination Of All Above	100	66	34
Total	%100	((%66 ))DETECTED	((%34)) NOT DETECTED

Fig. 1 shows data obtained out of 1000 samples for prediction by biorhythm

Works	Num	Ok	No
Data Obtained By Iridology Prediction	1000	550	450
Data Obtained By Place of Computer	1000	330	670
Data Obtained By Combination	1000	660	340
Total	%100	%66	%34

Fig. 2 shows data obtained out of 1000 samples for prediction by iridology; eye scan

Hence we try to use these researches [3]; [4] to predict our online game players. By predicting their psychological manner we can chose the better way to control their brains.

### 3. Discuss

First of all the list of frequency effect on the different part of body by brain order are as below. These information about the effect of frequency on the brain of human and as a result to special part of body is not proved exactly, but it is under research.

0.1-1 Organ/muscle resonances [SS]

0.1-3 Delta range, according to [NEU+CRI] - deep sleep, lucid dreaming, increased immune functions, hypnosis [NEU]; Decreased awareness of the physical world. Access to unconscious information. Dominant brainwave in infants under one year old. This range normally decreases when we focus, but this doesn't happen when a person with ADD - delta waves actually increase when they try and focus. [CRI]; "Monroe focus 21" [MB2 via DW];

0.16 - 10 - Neuralgias [AT]

0.18 - 10 - Mod. therapy [AT]

0.20 - 0.26 - Dental pain [AT]

0.20 - 10 - Post-traumatics [AT]

- 0.28 - 2.15 - Alcohol addiction [AT]  
0.28 - 10 - Arthritis [AT]  
0.30 - 0.15 - Depression [AT]  
0.30 - 10 - Cervobrachial syndrome [AT]  
0.37 - 2.15 - Drug addiction [AT]  
0.40 - 10 - Confusion [AT]  
0.45 - 10 - Muscle pain [AT]  
Below 0.5 - Epsilon range, extraordinary states of consciousness, high states of meditation, ecstatic states of consciousness, high-level inspiration states, spiritual insight, out-of-body experiences, Yogic states of suspended animation. [CNR]  
0.5 - very relaxing, against headache [MB], for lower back pain [AS] ; Thyroid, reproductive, excretory stimulant, whole brain toner [SS]  
0.5-1.5 Pain relief [SS + CMP] ; endorphins, better hypnosis [SS]  
0.5-3 Delta range, according to [RA]  
0.5-4 Delta range, according to [SS,PWM+AWI]. Deep dreamless sleep, trance, suspended animation [SS]; Anti-aging. Reduces amount of cortisol, a hormone associated with stress & aging. Increases the levels of DHEA (anti-aging) & melatonin (decreases aging process.) [BAR]; Associated with unconscious mind & sleep state - in conjunction with other frequencies in a waking state, "Delta acts as a form of radar – seeking out information – reaching out to understand on the deepest unconscious level things that we can't understand through thought process." Provides intuition, empathetic attunement & instinctual insight. [AWI]; Conducive to miracle type healing, divine knowledge, inner being & personal growth, rebirth, trauma recovery, "one with the universe" experiences (samadhi), near death experience, characterized by "unknowing", merely a blissful "being" state such as deep sleep or coma. [PWM via DW]  
0.9 Euphoria [SS]  
0.95 - 10 - Whiplash [AT]  
1-3 - Delta: deep, dreamless sleep, trance state, non-REM sleep [??]; profound relaxation, restorative sleep, feelings of tranquility&peace, if one can remain aware [VUG via DW]  
1.0 - Feeling of well-being, pituitary stimulation to release growth hormone; overall view of inter-relationships; harmony & balance [MB]  
1.05 Helps hair grow + get its color back [RA]; pituitary stimulation to release growth hormone (helps develop muscle, recover from injuries, rejuvenation effects) [HSW]  
1.2 - (used on) headaches [RS]  
1.45 - Tri-thalamic entrainment format. According to Ronald deStrulle, creates entrainment between hypothalamus, pituitary & pineal. May benefit dyslexics + people with Alzheimer's. [MP2]  
1.5 Abrahams Universal Healing Rate [SS]; Sleep [NEU]; Those individuals whose ailments have manifested into the fourth stage of Chronic Fatigue, where some form of disease is apparent, experienced a release from the negative sensation of their symptoms when moved into 1.5HZ. [NYT via NEU]  
1.8 Sinus Congestion seems to clear centering around 1.8 HZ [MPT] (tested with binaural beats, primarily)  
2.0 Nerve regeneration [NOR]  
2.06 Associated with coccyx (small triangular bone at end of the spinal column) [TOS]  
2.15 - 10 - Tendovaginitis [AT]  
2.30 Associated with genitals [TOS]  
2.5 - pain relief, relaxation [MB]; production of endogenous opiates. [EQ]; Use for sedative effect [ESP]; Sedative effect - reported use on bleeding, bruises, insomnia, and sinusitis. [RS] Sexual stimulation? [SX]  
2.57 Associated with bladder [TOS]  
2.67 Associated with intestines [TOS]  
3.0-5.5 - "Theta1" Range. [DW]  
3.0 Increased Reaction Time [RT] [SS]; 3.0 HZ & below used to reduce muscle tension headaches, but worked less well on migraines & sinus headaches. [RED]; used to treat allergies, in conjunction with 330 HZ [RS]  
3.07 Associated with hara (3cm or 1.5 inch below navel, balance of pelvis) [TOS]  
3 - 4 Influences physical vision [SS]  
3 - 6 Childhood awareness/vivid memories [SS+RA]  
3 - 8 Theta Range according to [NEU]; deep relaxation, meditation, increased memory, focus, creativity, lucid dreaming, hypnagogic state [NEU]  
3.4 - Sound sleep  
3.44 Associated with ovaries (Effects=vitality, life at every level) [TOS]  
3.5 - Feeling of unity with everything, accelerated language retention [i;½]; enhancement of receptivity [MB]; Earth Resonance (?) [SS]; (a remedy for) depression & anxiety [ESR]; Wholebeing regeneration, DNA stimulation [EI-d]  
3.5-7.5 - Theta Range [per CRI] - Creativity, intuition, daydreaming, fantasizing, recollection, imagery, dreamlike, switching thoughts, drowsiness; "oneness", "knowing", repository for memories, emotions, sensations. Can lead to trance-like states. Theta strong during internal focus, meditation, prayer + spiritual awareness. Reflects state between wakefulness+ sleep. Relates to subconscious. Observed in anxiety, behavioral activation+behavioral inhibition. Promotes learning+memory when functioning normally. (I think they mean it helps you process what you've learned - if you tried to actively learn while in the theta state, I doubt you'd have success - but sometimes the theta state can give your subconscious a chance to chew the proverbial fat that you've learned during the day, and digest it.) Abnormal in awake adults, but seen in children up to 13 years old. Suppression of theta can help concentration/focus of attention. [CRI]  
3.6 (a remedy for) anger & irritability [ESR]  
3.84 Associated with the liver/pancreas [TOS]

- 3.9 (a remedy for) unsociable behavior [ESR]; Theta/Delta brainwave range - crystal clear meditation, lucid dreams, enhanced inner awareness, "facilitates easy access to inner resources & creates space for inner peace + self-renewal". [SED]
- 4-6 - attitude & behavior change [MH]
- 4-7 - Theta Range : recall, fantasy, imagery, creativity, planning, dreaming, switching thoughts, Zen meditation, drowsiness; Access to subconscious images, deep meditation, reduced blood pressure, said to cure addictions [SS]; Reset the brain's sodium potassium levels, which cuts down on mental fatigue [INT]; Increases sex drive [INT]; Meditation, Intuitive Augmentation [NEU]; Near Sleep brainwaves, conducive to profound inner peace, "mystical truths", transforming unconsciously held limiting beliefs, physical & emotional healing, purpose of life exploration, inner wisdom, faith, meditation, some psychic abilities, & retrieving unconscious material. [PWB]; bursts of inspiration, twilight sleep learning, deep relaxation, reverie, high levels of awareness, vivid mental imagery. Hypnopompic & Hypnagogic states [NSS via DW]; Military remote viewers operate in this range [RVX]
- 4.0 - 8.0 HZ Theta State according to [AWI]+[VUG via DW] - present in dreaming sleep, deep meditation, storehouse of creative inspiration, spiritual connection, subconscious mind [AWI]; creative insight, twilight ("sleep") learning, vivid mental imagery. Found in advanced meditators [VUG via DW]
- 4-12 Skeletal muscle resonances [SS]
- 4.0 - Enkephalins, Extrasensory perception [MB]; Astral Projection, Telepathy, "Seduction mindset" [EI-d]; Catecholamines, vital for memory & learning, respond at around 4 HZ. [PSI]; Subconscious Problem Solving/Full Memory Scanning (if one can manage to stay awake) [RA+CAV via DW]; Associated with object naming, an important aspect of memory [TDM via DW]; "Those who suffer from Chronic Fatigue exhaust very easily. When moved to 4HZ these individuals showed marked improvement in the length of time between the occurrence of exhaustion after certain exercises were completed." [NYT via NEU]
- 4.11 Associated with kidneys (Effects=strength) [TOS]
- 4.5 Shamanic State Of Consciousness/Tibetan Buddhist Chants [MMF via DW]
- 4.5-6.5 Wakeful dreaming, vivid images [SS]
- 4.6 Associated with spleen & blood (Effects=Emotional Impulse) [TOS]
- 4.9 - Introspection [SS]; Induce relaxation, meditation, & deeper sleep [ESR]
- 5.0 - unusual problem solving [ $i_1^{1/2}$ ] reduced sleep needed, theta sounds replacing need for extensive dreaming [INT]; relaxed states, pain-relief (beta endorphin increases of 10-50% reported) [INT]; Alleged Sphincter Resonance (mechanical)(not good) [TB]
- 5.0 - 10.0 Relaxation [NEU]
- 5.14 Associated with stomach (Effects=Emotional Acceptance) [TOS]
- 5.35 Associated with lungs (Effects=Oxygen, Heat) [TOS]
- 5.5-8.0 "Theta2" frequency range : .. Consists of trains (long runs) of rhythmic frontal activity centering at 6.5-Hz with amplitudes reaching the 50-100 uV (micro-volt) range. .. Is induced in some people by the performance of a mental task such as mental arithmetic, tracing a maze, counting the number of cubes piled in a three-dimensional representation, & imaging a scene. .. More common in extroverts with low traits of neurosis & anxiety. Because Theta2 is associated with mental tasks & its influence is seen in evoked potential latencies, Mizuki (1987) believes that the appearance of Theta2 closely relates to mechanisms of attention or arousal. [DW]
- 5.5 - Moves beyond knowledge to knowing, shows vision of growth needed; "Inner Guidance" [SS]; Inner Guidance, intuition, heat generation [EI-d]
- 5.8 (reduce) Fear, Absent-mindedness, Dizziness [ESR]
- 6.0 - long term memory stimulation [MB]; (reduce) unwillingness to work [ESR]
- 6.0 - 10.0 Creative Visualization - about 6hz for a while, then up to 10hz [NEU]
- 6-9.6 Somatic Responses, tingling, pressure, heat [SS]
- 6.15 Associated with heart (Effects=love,warmth) [TOS]
- 6.2-6.7 Frontal Midline Theta (Fm Theta) is a specific EEG frequency seen in those subjects actively engaged in cognitive activity, such as solving math problems & playing Tetris [TDM via DW]
- 6.26-6.6 Hemispheric desync, confusion, anxiety, low Reaction Time, depression insomnia [SS]
- 6.30 Hz - Mental & astral projection [SS seconded this]; accelerated learning & increased memory retention.[?]; (reduce) Anger + Irritability [ESR]
- 6.5 - "Center" of Theta2 Brainwave Frequency Range [DW]; "Your frontal lobe, or brain entrainment of the two hemispheres is around 6.5 hz." [RA]
- 6.8 Possible use for muscle spasms [ESR]; associated with telepathy / Schumann Resonance [DHA]
- 6.88 Associated with collarbones (Effects=vitality, overall balance, stability) [TOS]
- 7.0 - 8.0 For healing purposes, like laying of hands by a healer, or self vizualization in a healing situation [RA]; Treatment of Addictions [DW]
- 7.0 - Mental & astral projection, bending objects, psychic surgery; Increased Reaction Time [SS]; Mass aggregate frequency (can deaggregate matter), alleged to resonate & rupture organs at excessive intensity [TB]; Treatment of sleep disturbances [PGS via DW]; Bone growth [NOR]
- 7.5 - Inter-awareness of self & purpose; guided meditation; creative thought for art, invention music, etc.; contact with spirit guides for direction; entry into meditation [MB]; At 7.5 HZ subjects who before suffered from confused thinking reported an ease at finding solutions to troublesome problems after a re-evaluation was conducted. [NYT via NEU]; (?) Earth magnetic field frequency, useful theta (brain) waves frequency [TB]
- 7.5 - 8 For Treating Alcohol + Drug Addiction - This range of frequencies tells a person they're satisfied, which is "missing" in addictive personalities [RA]
- 7.69 Associated with shoulders (Effects=strength of the arms, expansion, teaching) [TOS]

7.8 Schumann Resonance (see 7.83 HZ), ESP activation [EI-d]; Doyere's group (1993), found that short high frequency bursts at 7.7 Hz induced LTP in prefrontal cortex, though only for one day. [AA via DW]

7.8-8 Stimulates ESP, paranormal [SS]

7.83 - Earth Resonance, grounding [i;½], "Schumann Resonance." [TS, ESR+HSW, MAG]; anti-jetlag, anti-mind control, improved stress tolerance [SS]; psychic healing experiments [ESR]; pituitary stimulation to release growth hormone (helps develop muscle, recover from injuries, rejuvenation effects) [HSW]; Earth Resonance Frequency - 'leaves you feeling revitalized like you've spent a day in the country.' [PWM via DW]; reports of accelerated healing/enhanced learning - "the earth's natural brainwave" [MAG]

8-8.6 Reduced Stress/Anxiety [SS]

8.0-10.0 learning new information [MH]; Alpha - Rapid Refreshment 15 min [NEU]; "LOW ALPHA" inner-awareness of self, mind/body integration, balance [CRI]

8.0-12.0 - Alpha range (per NEU, RA, PWM, NSS & CRI) - light relaxation, "super learning", positive thinking. [NEU]; Conducive to creative problem solving, accelerated learning, mood elevation, stress reduction, etc., characterized by intuitive insights, creative "juice", inspiration, motivation, daydreams etc. Relaxed, yet alert [PWM via DW]; Associated with calm, relaxed, unfocused (not concentrating), lucid mental states, dream sleep & pleasant drifting feelings or emotions. [NSS via DW] ; promotes mental resourcefulness, aids in mental coordination, enhances relaxation, "Can move quickly + efficiently to accomplish whatever task is at hand.", feelings of "at ease" + calm, promotes good moods, a bridge between conscious + subconscious, alpha waves indicate a person is alert but not actively processing information, seen more in extroverts than introverts, seen during creative problem solving [CRI]

8-13 - Alpha range - Non-drowsy but relaxed, tranquil state of consciousness, primarily with pleasant inward awareness; body/mind integration. ; Amplifies dowsing, empty-mind states, detachment, daydreams, mind/body integration. (can cause) epileptic seizures [SS];

8-14 - Qi Gong and infrasonic Qi Gong machine [QG]

8.0 - Past life regression [i;½]; More Lymphocytes, DNA repair (RAD-6) [SS]; Associated with Base/Muladhara chakra (Color=Red) (Body Parts=Adrenals, Spinal Column, Kidneys) (Effects=Physical energy, will to live)(Note=C) [OML]

8.22 Associated with mouth (Effects=speech, creativity) [TOS]

8.3 - Pick up visual images of mental objects [??]; clairvoyance [SS]; "Monroe Focus 12?" [NEU]

8.6-9.8 Induces sleep, tingling sensations [SS]

9.0, 11.0, 16.0 [bad] documented calcium ion migration (brain tissue) [SS]

9.0 - 13.0 - Alpha Range (according to [VUG]) - relaxed, not thinking about anything in particular, sometimes a pleasurable feeling of "floating". Often dominant in certain kinds of meditation, alpha waves have for the past twenty years been associated with calm, lucid mental states (the "alpha state"). They're also often detected during dream sleep. This pattern typically occurs in daydreaming, relaxed awareness, guided or focused imagery & smoothly rhythmic athletic activity. There's often a euphoric, effortless feeling of "flow" as the doer is absorbed in activity and subject + object are felt to be united. [VUG via DW]

9.0 - 14.0 Alpha range (according to [AWI]) - Relaxed & detached awareness, visualization, sensory imagery, light reverie. Also, gateway to meditation - provides bridge between the conscious & subconscious mind. [AWI]

9.0 - Awareness of causes of body imbalance & means for balance[i;½] Blind person phantom touch reading (somatosensory cortex) [RA]; Associated with Sacral/Svadhithana chakra (Color=Orange) (Body Parts=Gonads, Reproductive System) (Effects=Relationships/Sexuality) (Note=D) [OML]

9.19 Associated with upper lip (Effects=emotions, conflict resolution) [TOS]

9.4 Major frequency used for prostate problems. [ESR] - Self-explanatory. =)

9.41 - Pyramid frequency (outside)

9.5-10 - Center of Alpha Range - The brain's scanning/idling frequency - indicating a brain standing by, waiting to "give way to beta should attention be required, or be the bridge, the gate, to Theta & Delta for drowsiness, sleep, and certain cognitive challenges. [DW]

9.6 - Mean dominant frequency associated with earth's magnetic field [EQ]; Facial Toning [ESR] (I'm not completely sure what "facial toning" is.. Anybody?)

9.8-10.6 Alertness [SS]

10 - enhanced release of serotonin & mood elevator, universally beneficial, use to try effects of other mixes [MB]. Acts as an analgesic, safest frequency, especially for hangover & jet lag. [EQ] Meg Patterson used for nicotine withdrawal. [MB3] dominant alpha frequency, clarity, normalcy, anti-convulsant, circadian rhythm resync, activate kidneys, raise body temp, more serotonin [SS]; Good when trying to correlate information by the subconscious - Sort of a waiting frequency while the subconscious does the work at lower frequencies. [RA]; Motor impulse coordination (Motor Control cortex) [RA]; Learning a foreign language [RA+PWM via DW]; Centering, Sleep Spindles, Arousal [EI-d]; Associated with Solar Plexus/Manipura chakra (Color=Yellow) (Body Parts=Pancreas, Stomach, Liver, Gall Bladder, Nervous System) (Effects=Spiritual wisdom, self-healing)(Note=E) [OML]; Increased alertness (caused by an increase in norepinephrine + serotonin & a decrease in melatonin), sense of well being & decreased pain (caused by increase in beta-endorphins) [RED]; Adrenal Stimulant [RS]; Significant improvements in memory, reading & spelling are reported (in conjunction with 18 HZ) [RUS via DW]; Treatment for Attention Deficit Disorder/Hyperactivity [LUB via DW]; Treatment for closed head injury [HOF via DW]; 'Berger Rhythm' [BER via DW]; (used on) headaches [RS]; ligament healing [NOR]

10-12: HIGH ALPHA RANGE - centering, healing, mind/body connection [CRI]

10-14 Dream/sleep spindles [SS]

10.2 Catecholamines

10.3 Associated With Nasal Passages (Effects=breathing, taste) [TOS]

10.5 - Frequency for healing of body, mind/body unity, firewalking [i;½]; potent stabilizer & stimulating for the immunity, valuable in convalescence. [MB] Relaxed alertness, contemplation, body healing, mind over matter [SS] Lowering Blood Pressure [RA+PWM via

DW]; Associated with Heart/Anahata chakra (Color=Green) (Body Parts=Thymus, Heart, Blood, Circulatory System) (Effects=Love of Life, love of self&others) (Note=F) [OML]  
10.6 - Relaxed & alert  
10.7 Associated with ears (Effects=hearing, formal concepts) [TOS]  
11.0 (& Below) - Stress Reduction (DW)  
11-14 Focused alertness [SS]  
11.0 (used to) achieve "relaxed yet alert" states. [PWM]  
11.5-14.5 An implication for neurotherapy is that if increased intelligence + mental efficiency is the objective, then a frequency band with a 13-Hz center should be used. A more desirable frequency band than 12 to 15-Hz is 11.5 to 14.5-Hz. [DW]  
12.0 - Centering, doorway to all other frequencies [ $i_c^{1/2}$ ]; frequency of earth resonance (Hercules - a researcher); Centering, mental stability, transitional point, time seems faster [SS]; To stimulate mental clarity [ESR]; Associated with Throat/Vishuddha chakra (Color=Blue) (Body Parts=Thyroid, Lungs, Vocal Cords) (Effects=Expression/self in society)(Note=G) [OML]  
12.0-36.0 Beta Range [per CRI] - dominant brainwave in alert/awake/anxious adults with their eyes open. Comes into play when "listening & thinking during analytical problem solving, judgment, decision making, processing information about the world around us." [CRI]  
12.0-14.0 Learning Frequency - Good for absorbing information passively, when you plan to think about it later. [RA]  
12.0-15.0 Beta (low) - relaxed focus, improved attentive abilities [NEU+CRI]; Treating Hyperactivity [RA] ; Sensorimotor Rhythm (SMR) - Used in the treatment of mild autism [AUT via DW]  
12.3 Associated with eyes (Effects=Visualization) [TOS]  
13-27 - Beta Range (according to [NSS]) - Associated with focused attention towards [NSS] external stimuli, alert mental activity, normal waking consciousness, & active thought processes. [NSS via DW]  
13-30 - Beta Range - Normal wakefulness, the taking in & evaluating of various forms of data received through the senses. It's present with worry, anger, fear, hunger & surprise. [ $i_c^{1/2}$ ]Waking state, motivation, outer awareness, survival, problem solving, arousal, dendrite growth, combats drowsiness [SS]; Conscious Thinking, Autonomic Processes & Emotions [EH]  
13-40 Beta Range (according to [RA] + [PWM]) - a high frequency pattern, conducive to stimulating energy + action; most of our current institutionalized education is beta geared, characterized by logical, analytical, intellectual thinking, verbal communication, etc. [PWM via DW]  
13.0 - Alleged sphincter resonance (mechanical)(not good) [TB]; Associated with Brow/Ajna chakra (Color=Indigo/Violet) (Body Parts=Pituitary, Lower Brain, Left Eye, Ears, Nose, Nervous System)(Effects=Visualization, Conceptualization)(Note=A) [OML]  
13.8 - Associated with Frontal Lobes (Effects=the seventh sense, final decision) [TOS]  
14-16 - associated with sleep spindles on EEG during second stage of sleep [EQ] [note SS said 10-14]  
14-15 - Slows conditioned reflexes [SS]  
14.0-30.0 - Beta Range (?I think? according to VUG) - This pattern is optimal for intense mental activities such as calculations, linear logical analyses & other highly structured functions [VUG via DW]  
14.0 - Awake & alert [??]; Alert focusing, vitality, concentration on tasks [SS?]; Schumann Resonance (2nd of 7 frequencies. 7.83 HZ being the first) [TS+HSW]; Intelligence Enhancement in conjunction with 22.0 HZ (medium=audio-visual stimulation) [APE]  
14.1 "Earth Resonance" [SS]; Earth Harmonics - accelerated healing [EI-d] (probably tied to Schumann Resonance above.)  
15.0-18.0 Beta (mid) - increased mental ability, focus, alertness, IQ [NEU+CRI]; "alert but not agitated"/"aware of self & surroundings" [CRI];  
15-24 Euphoria [SS]  
15 - chronic pain [MB]; Sound which bypasses the ears for sublimation (auditory cortex) [RA]; Associated with Crown/Sahasrara chakra (Color=Violet/White) (Body Parts=Pineal, Upper Brain, Right Eye)(Effects=Integration of personality & spirituality.)(Note=B) [OML]; capillary formation, fibroblast proliferation, decreased skin necrosis [NOR]  
15.4 - Associated with Cortex (Effects=intelligence) [TOS]  
16.0 - bottom limit of normal hearing [MP2]; Release oxygen & calcium into cells [CC]  
16.4 Associated with top of head (Effects=spirit, liberation, transcendence) [TOS]  
18.0-22.0 - Beta: outward awareness, sensory data [??]; Throws brain's sodium/potassium levels out of balance, resulting in mental fatigue. [INT]; Theoretically can be used to achieve a "relaxed body/focus mind" state of consciousness [DW]  
18.0+ Beta (high) - fully awake, normal state of alertness, stress & anxiety [NEU]; Significant improvements in memory, reading & spelling are reported (in conjunction with 10 HZ) [RUS via DW]; (used to) improve hyperactive behavior [PWM via DW]; Associated with mental activity like math + planning - alert, but may also be agitated [CRI]  
20-30 Phosgene imagery, peak luminosity in visual field [SS]  
20-40 Meditation For Stress Relief/Just At The Edge Of Audible Sound/As A Musical Background [RA]  
20.0 - fatigue, energize. Causes distress during labor.[EQ]; Human Hearing Threshold [SS]; Schumann Resonance (3rd frequency of 7) [TS+HSW]; Imposing subconscious commands on another (thought center) [RA]; Stimulation of pineal gland [ESR][JB] ; Helps with tinnitis (a condition that causes ear-ringing) [JB]; Adrenal Stimulant, (used on) sinus disorders/sinus infection/head cold/headache [RS]; Commonly used "cure-all" Rife Frequency [CR]  
20.215 LSD-25 [PSI] (he implies it could mimic the effects of)  
20.3 "Earth Resonance" [SS]  
22.0 Used in conjunction with 14 HZ for intelligence enhancement (medium=audio-visual stimulation)[APE]; Used in conjunction with 40 HZ for 'out of body' travel [EWI via DW]; Also used with 40 HZ for psychic healing. [FAH via DW]  
22.027 Serotonin [PSI] (he's unclear what he means by this)



- 25.0 Bypassing the eyes for images imprinting (visual cortex) [RA]; Tested clinically with patients who complain of anxiety [PGS via DW]
- 26.0 Schumann Resonance (4th frequency of 7) [TS+HSW];
- 26.0 - 28.0 Astral Projection / produced during meditation by some [ANO]
- 26.4 "Earth Resonance" [SS]
- 27 - 44 Frequency range that cats purr at - said to have restorative effects on the body, particularly the 'healing and strengthening of bones' [BON]
- 27.5 lowest note on a piano [MP2]
- 30 Meg Patterson used for marijuana. [MB3]
- 30 - 60 Gamma Range - little known but includes decision making in a fear situation, muscle tension, [EH]
- 30 - 190 Lumbago [AT]
- 30-500 High Beta: Not associated currently with any state of mind. Some effects have been observed, but currently not enough research has been done in this area, to prove, or disprove, anything.; a few people able to replicate at will (?? - not sure what that last point means)
- 31.32 Pituitary stimulation to release growth hormone (helps develop muscle, recover from injuries, rejuvenation effects) (this is a higher octave of the 7.83HZ Schumann Resonance)[HSW]
- 32 Desensitizer; enhanced vigour & alertness [MB]
- 33 Christ consciousness, hypersensitivity, Pyramid frequency (inside) ; Schumann Resonance (5th frequency of 7) [TS]
- 35 - 150 Fractures [AT]
- 35 - 193 Arthralgy [AT]
- 35 Awakening of mid-chakras, balance of chakras
- 36 - 44 Learning Frequencies, When [Actively] Studying Or Thinking. Helps To Maintain Alertness. Waking Operating State [RA]; Frequencies of the olfactory bulb, prepiriform cortex & amygdala [DSH via DW]; Coordinates simultaneous processing of information in different areas of the brain. Associated with high-level information processing. 'A good memory is associated with well-regulated & efficient 40 HZ activity, whereas a 40 HZ deficiency creates learning disabilities.' [CRI]
- 38 Endorphin release [WL]
- 39.0 Schumann Resonance [6th frequency of 7] [TS]
- 40-60 anxiolytic effects & stimulates release of beta-endorphins [MB]
- 43 - 193 Carcinomatosis [AT]
- 40.0 - dominant when problem solving in fearful situations. [EQ] ; Gamma - associated with information-rich task processing & high-level information processing [NEU]; "For scientists who study the human brain, even its simplest act of perception is an event of astonishing intricacy. 40 Hz brain activity may be a kind of binding mechanism', said Dr. Rodolfo Llinas a professor of neuroscience at New York University. Llinas believes that the 40-cycle-per-second wave serves to connect structures in the cortex where advanced information processing occurs, and the thalamus, a lower brain region where complex relay & integrative functions are carried out." [NME via NEU]; Used in conjunction with 22 HZ for 'out of body' travel [EWI via DW]; Also used with 22 HZ for psychic healing. [FAH via DW]; "40-Hz activity varies from 38.8 to 40.1-Hz, regardless of the electrode site. The average frequency is in the ~39.5-Hz range. In summary, when the body is profoundly relaxed & the mind is in a state of high focus and concentration, 20 & 40-Hz brain activity can be seen in the raw and quantitative EEG of some subjects. It is possible that 18 to 22-Hz Beta & possibly 40-Hz neurofeedback training may help create a "relaxed body/focused mind" state of consciousness." [DW]; Activity in the ectosylvian & lateral cortex, medial geniculate, reticular formation, center median thalamus & hippocampus [ROW via DW]; Confirming Sheer et al.'s work, compared the EEG of middle- & high-I.Q. subjects during mental multiplication activity. A 40-Hz rhythm occurred just prior to the subject's answering the question. Forty-Hz pulses are thought to lead to synchronization + coordination of neurons assigned to the processing of incoming sensory stimulation. Put in "computerese," 40-Hz may be the brain's "operating system" frequency [GIA via DW] Involved In The Processing Of Psi Information (see note) [EMC] Study shows reversed signs of Alzheimer's in mice. [SA1]
- 45.0 Schumann Resonance (7th frequency of 7)[TS]
- 46.98 - Useful for "weird effects" (use with 62.64 HZ and 70.47 HZ) [TB]
- 50-60 Documented negative effects too numerous to mention There is no correlation given with signal strength or modality used, i.e. audio-visual, EMF, magnetic, electrostatic, gravitic. Also, most ELF research is now Govt classified, particularly since the mid-1960's when Hamer discovered behavioral effects as the result of applied sinusoidal field gradients as low as 4 volts. [SS via DW]
- 50.0 - dominant frequency of polyphasic muscle activity, mains electrical in U.K. [EQ]; Slower cerebral rhythms [??]
- 55.0 - Tantric yoga; stimulates the kundalini. [ $i_c^{1/2}$ ]
- 60 - 120 Lambda Range - Little known but includes central nervous system activity [EH]
- 60 electric power lines
- 62.64 - Useful for "weird effects". (use with 46.98 HZ and 70.47 HZ) [TB]
- 63 Astral projection [ $i_c^{1/2}$ ]
- 65.8 Associated with coccyx (small triangular bone at end of the spinal column) (higher octave of 2.06 HZ) [TOS]
- 70-9,000 Voice spectrum [MP1]
- 70 Mental & astral projection ; Endorphin production/used with electroanalgesia. [VPL]
- 70.47 Useful for "weird effects". (use with 46.98 HZ and 62.64 HZ) [TB]
- 72 Emotional spectrum [??]; Used on sinusitis/sinus infection/head cold [RS]
- 73.6 Associated with genitals (higher octave of 2.30 HZ) [TOS]
- 80 Awareness & control of right direction. Appears to be involved in stimulating 5-hydroxytryptamine production, with 160Hz. Combine with 2.5 Hz. [EQ]



- 82.3 Associated with bladder (higher octave of 2.57 HZ) [TOS]  
83 Third eye opening for some people  
85.5 Associated with intestines (higher octave of 2.67 HZ) [TOS]  
90.0 - 111.0 Pleasure-producing beta-endorphins rise between these frequencies. [PSI]  
90.0 Good feelings, security, well-being, balancing [??]  
95.0-125.0 Acoustical Resonances of Assorted Ancient Structures [ACS via DW]  
95.0 Use for pain along with 3040 HZ [ESR]  
98.4 Associated with hara (3cm or 1.5 inch below navel, balance of pelvis) (higher octave of 3.07 HZ) [TOS]  
100 Can help with pain [used with electrical stimulation] [CMP]  
105 Overall view of complete situation; persistent frequency of singing sand dunes of Morocco [NG]  
108 Total knowing  
110.0 Frequency associated with stomach. [Note=A] [BH1][BH4]; Associated with ovaries (Effects=vitality, life at very level) (higher octave of 3.84 HZ) [TOS]  
111 Beta endorphins [MB2]. cell regeneration [??]  
117.3 Frequency associated with Pancreas [Note=C#] [BH1][BH4]  
120 - 500 P.S.I., moving of objects, changing matter, transmutation, psychokinesis  
120 Helps with fatigue (Medium=pad)[JB]; (used on) sinus disorders/sinus infection/head cold [RS]  
125 Graham potentializer; Stimulation [MH]; (used on) sinusitis [RS]  
126.22 - Sun, 32nd octave of Earth year [HC]; The Frequency Of The Sun (Note=C) (Color=Green) (Tempo=118.3 BPM) (Chakra=Manipura, also called Hara {associated with Navel & 3rd lumbar vertebrae}) (Effects=advances the feeling of centering of magic & of the transcendental) [HC/Planetware website]  
"Meditation carried out to this tone will lead to state beyond good and bad, shame and guilt, beyond space and time, knowledge and wisdom, action and rest an being and not-being. It leads to a state where being has no name, to a state where the all-one and the all encompassing are no longer separate entities but are reunited at their one common origin, the origin that is also you."  
132.0 Associated with kidneys (Effects=strength) (higher octave of 4.11 HZ) [TOS]; Associated with coccyx (small triangular bone at end of the spinal column) (higher octave of 2.06 HZ)[TOS]  
136.1 Sun: light, warmth, joy, animus [RV]; Resonates with the earth year (Note=C#) (Color=Turquoise Green) (Effects=calming, meditative, relaxing, centering) [PSI]; Period it takes earth to revolve around sun (Tempo=63.8\*127.6) (Chakra=Anahate/Heart chakra)(Effects=relaxing, soothing, balancing, harmony with the cosmos, associated with the soul {"frequency of the soul"}) (Medicinal=Sedative) (Other=significant tone in Indian music {called it the "sadja" or "father to others" - it was a keynote} - corresponds to "OM" & the Christian "AMEN") [HC/Planetware website]  
140.25 Pluto: power, crisis & changes [??]; Frequency associated with the orbit of Pluto; (Note=C#) (Color=blue-green) (Tempo=65.7 \* 131.4 BPM) (Effects = support the magic group dynamic principle and is said to be responsible for integration into certain structures of society) [HC/Planetware website]  
141.27 Mercury: intellectuality, mobility [??]; Frequency associated with orbit of Mercury (Note=C# or D) (Color=blue-green or blue) (Tempo=66.2) (Chakra=Vishudda/Throat chakra) (Effects=Supports speech center and communicative-intellectual principle, associated with communication and cleverness) [HC/Planetware]  
144.0 (helps with) headaches (Medium=pad)[JB]  
144.72 Mars: activity, energy, freedom, humor [??]; Frequency associated with the orbit of Mars (Note=D) (Color=blue) (Tempo=67.8 \* 135.6 BPM) (Effect : Supports strength of will and focused energy, ability for achievement) [HC/Planetware]  
146.0 (used on) sinus infection/head cold [RS]  
147.0 Associated with the spleen/blood (Effects=Emotional Impulse) (higher octave of 4.6 HZ) [TOS]; Associated with genitals (higher octave of 2.30 HZ) [TOS]  
147.85 Saturn: separation, sorrow, death [??]; Frequency associated with orbit of Saturn (Note=D) (Color=Blue) (Tempo=69.3 \* 138.6 BPM) (Effects=enhances concentration and the process of becoming conscious + shows very clearly karmic connections, brings structure and order - is considered to be a cosmic controller) [HC/Planetware]  
160.0 Appears to be involved in stimulating 5-hydroxytryptamine production, with 80 Hz. [EQ]; Use for rapid relief from headaches [ESR]; used on sinus infection/head cold [RS]  
164.3 Frequency associated with Gall Bladder [Note=E] [BH1][BH4]  
165.0 Associated with stomach (Effects=Emotional Acceptance) (higher octave of 5.14 HZ) [TOS]; Associated with bladder (higher octave of 2.57 HZ) [TOS];  
165.0-170.0 Spiritual fall/consciousness collapse [JM]  
171.0 Associated with lungs (Effects=Oxygen, Heat) (higher octave of 5.35 HZ) [TOS]; Associated with intestines (higher octave of 2.67 HZ) [TOS]  
172.06 - Resonates with the Platonic year {about 26,000 years} (Note=F) (Color=purple-violet) (Effects=joyful, cheerful, spiritual effect) [PSI]; The Frequency Of The Platonic Year (Color=red-violet {purple}) (Tempo=80.6 BPM) (Chakra=Sahasrar/Crown chakra) (Effects=cheerfulness, clarity of spirit, cosmic unity on highest levels) (Medicinal=antidepressive) (Other=F is considered the tone of the spirit, and had a lot of significance to the Chinese) [HC/Planetware website]  
176.0 - Frequency associated with the colon. [Note=F or F#] [BH1][BH4]  
183.58 - Jupiter: growth, success, justice, spirituality [??] ; Frequency associated with the orbit of Jupiter (Note=F#) (Color=Red) (Tempo=86.05 \* 172.1 BPM) (Effects : supports creative power and continuous construction) (Associated with Jupiter : Generosity, Continuity, Magnanimity, Joviality) [HC/planetware website]

- 185.0 - (used on) sinus infection/head cold [RS]  
187.61 frequency of "moon culmination" ; [HC/planetware website]  
194.18 frequency of Synodic "Earth" Day {the "day tone"} (Note=G) (Color=Orange Red) (Tempo=91.0 BPM) (Chakra=Muladhar/Base chakra) (Effects = dynamic, vitalizing)(Medicinal="tonifies") (Other="weather determining" spheric frequency, influences proteins, brings one into harmony with nature") [HC/planetware website]  
194.71 - Earth: stability, grounding [?]; Key Of G resonates with frequency of earth day, the color orange-red, & has a dynamic, stimulating, and energizing effect on the body-mind. [PSI]  
197.0 Associated with heart (Effects=love,warmth) (higher octave of 6.15) [TOS]; Associated with hara (3cm or 1.5 inch below navel, balance of pelvis) (higher octave of 3.07 HZ) [TOS]  
197.71 frequency of Sideric Day ; [HC/planetware website]  
207.36 - Uranus: spontaneity, independence, originality [?]; Frequency associated with orbit of Uranus {insert one of dozens of bad jokes here} (Note=G#) (Color=Orange) (Tempo = 97.2 BMP) (Effects = supports the power of surprise and renewal, has primeval and erotic power) [HC/planetware website]  
210.42 frequency of Synodic Moon (Note=G#) (Color=orange) (Tempo=98.6 BPM) (Chakra=Svadhistan {2nd Chakra}) (Effects=stimulates sexual energy, supports erotic communication) (Medicinal=regulation of menstruation, disturbances in the gland and lymph system) [HC/planetware website]  
211.44 - Neptune: the unconscious, secrets, imagination, spiritual love [?]; frequency associated with orbit of Neptune (Note=G#) (Color=orange) (Tempo=99.1 BPM) (Effects = supports intuition, the unconsciousness, and enhances the dream experience) [HC/planetware website]  
220.0 Frequency associated with lungs. [Note = A] [BH1][BH4] Associated with collarbones (Effects=vitality, overall balance, stability) (higher octave of 6.88 HZ) [TOS]; Associated with ovaries (Effects=vitality, life at very level) (higher octave of 3.84 HZ) [TOS]  
221.23 - Venus: beauty, love, sexuality, sensuality, harmony [?]; Frequency associated with the orbit of Venus (Note=A) (Color=yellow-orange) (Tempo=103.7 BPM) (Chakra=Ajna/Third Eye) (Effects=supports higher love energy and aspiration for harmony) [HC/planetware website]  
227.43 frequency of Sideric Moon ; [HC/planetware website]  
229.22 frequency of Metonic Cycle [related to moon] ; [HC/planetware website]  
234.16 frequency of Moon knot ; [HC/planetware website]  
241.56 frequency of Saros periode ; [related to moon] ; [HC/planetware website]  
246.04 frequency of Apsidis rotation ; [related to moon] ; [HC/planetware website]  
250.0 Elevate and revitalize  
254.57 Frequency associated with orbit of Icarus (asteroid) [MPT]  
256.0 Root Chakra (1:1) (Note=C) [BH3]; Root Chakra (Color=Red) (Tone=Uh) (Note=C) [MWH]  
263.0 Associated with mouth (Effects=speech, creativity) (higher octave of 8.22 HZ) [TOS]; Associated with kidneys (Effects=strength) (higher octave of 4.11 HZ) [TOS]  
264.0 Related to Personality somehow. (Note=C+) [BH4]  
272.0 33rd octave of Earth year [HC]; Frequency associated with Selenium (mineral nutrient) (Note=C#) [BH]  
272.2 Frequency associated with orbit of Earth (Note=C#) [BH2]  
273.0 Transpersonal Chakra (1:15) [Note=C#] (Earth Orbit 272) [BH3]  
280.5 Frequency associated with orbit of Pluto [Note=C#] [BH2]  
281.0 - Frequency associated with Intestines [Note=C#] [BH1]  
281.6 - Frequency associated with Small Intestine [Note=C#] [BH4]  
282.4 - Frequency associated with orbit of Mercury. [Note=D] [BH2]  
288.0 - Polarity Chakra (9:1) [Note=D] (Mars Orbit 289) [BH3]; Sacral Chakra (Color=Orange) (Tone='Ooo') (Note=D) [MWH]  
289.4 - Frequency associated with orbit of Mars. [Note=D] [BH2]  
293.0 - "unknown" Chakra (1:14) (Note=D+) (Saturn Orbit 296) [BH3]  
294.0 - Associated with the upper lip (Effects=emotions, conflict resolution) (higher octave of 9.19 HZ) [TOS]; Associated with the spleen/blood (Effects=Emotional Impulse) (higher octave of 4.6 HZ) [TOS]  
295.7 - Frequency associated with orbit of Saturn (Note=D#) [BH2]  
295.8 - Frequency associated with Fat Cells (Note=C#) [BH1][BH4]  
296.07 - Frequency associated with orbit of Toutatis (asteroid) [MPT]  
304.0 - Useful on headaches (medium=pad); sedation and pain relief (medium=tube) [JB+KFL] ; (useful for) blood pressure, (and with) stiff muscles (KFL); Frequency associated with Potassium (mineral nutrient) (Note=D#) [BH]  
310.7 - Frequency associated with spin of Neptune (Note=Eb) [BH2]  
315.0 - Diaphragm Chakra (10:1) (Note=Eb) [BH3]  
315.8 - Frequency associated with Brain (Note=Eb) [BH1]  
317.83 - Frequency associated with Liver (Note=Eb) [BH1][BH4]  
319.88 - Frequency associated with Kidney (Note=Eb) [BH1][BH4]  
320.0 - Solar Plexus Chakra (10:1) (Note=Eb) [BH3]; Solar Plexus Chakra (Color=Yellow) (Tone='Oh') (Note=E) [MWH]; Frequency associated with Calcium (mineral nutrient) (Note=E or Eb) [BH]  
321.9 - Frequency associated with blood. (Note=E or Eb) [BH1][BH4]  
324.0 - Frequency associated with muscles. (Note=E) [BH1][BH4]

- 329.0 Associated With Nasal Passages (Effects=breathing, taste) (higher octave of 10.3 HZ) [TOS]; Associated with stomach (Effects=Emotional Acceptance) (higher octave of 5.14 HZ) [TOS]
- 330.0 Used to treat allergies in conjunction with 3 HZ [RS]
- 333.0 (used on) sinus infection/head cold [RS]
- 332.8 - Frequency associated with orbit of Sun (Note=E) [BH2]
- 336.0 - Frequency associated with Molybdenum (mineral nutrient) [BH]
- 341.0 - Heart Chakra (1:12) (Note=F) [BH3]
- 341.3 - Heart Chakra (Color=Green) (Tone='Ah') (Note=F) [MWH]
- 342.0 - Associated with ears (Effects=hearing, formal concepts) (higher octave of 13.8 HZ) [TOS]; Associated with lungs (Effects=Oxygen, Heat) (higher octave of 5.35 HZ) [TOS]
- 352.0 - Frequency associated with bladder. (Note=F) [BH1][BH4]; Thymus Chakra (11:1) (Note=F#) [BH3]
- 360.0 - The "Balance Frequency" - brings sensations of joy and healing / derived from the Golden Section / brings balance to health / (per NASA astronauts) the Earth creates a 360 HZ tone in space.) [EI]
- 367.0 - (used on) sinus infection/head cold [RS]
- 367.2 - Frequency associated with orbit of Jupiter (Note=F#) [BH2]
- 368.09 - Frequency associated with orbit of Apollo (asteroid) [MPT]
- 372.0 - "unknown" Chakra (1:11) (Note=G#) (Earth Spin 378) [BH3]
- 375.70 - Frequency associated with the orbit of Eros (asteroid) [MPT]
- 378.5 - Frequency associated with spin of Earth. (Note=F#) [BH2]
- 380.96 - Frequency associated with orbit of Ida (asteroid) [MPT]
- 384.0 - "Gurdjieff vibration associated with root chakra. Sixth harmonic of six, center of the brainwave spectrum." [RP]; Throat Chakra (12:1) (Note=G) [BH3]; Throat Chakra (Color=Blue) (Tone='Eye') (Note=G)[MWH]; Frequency associated with Chromium (mineral nutrient) (Note=G?) [BH]
- 389.4 - Frequency associated with spin of Mars. (Note=G) [BH2]
- 393.0 - Associated with eyes (Effects=Visualization) (higher octave of 12.3) [TOS]; Associated with heart (Effects=love,warmth) (higher octave of 6.15) [TOS]
- 393.34 - Frequency associated with orbit of Pallas (asteroid) [MPT]
- 394.76 - Frequency associated with orbit of Ceres (asteroid) [MPT]
- 396 - G (musical note) [PL]; "Liberating Guilt and Fear"/Solfeggio Frequency 'UT' [SE]
- 400 Seems to decongest [KFL]; Frequency associated with Manganese (mineral nutrient) (Note=G or G#) [BH]
- \*\*405 - Violet [PL] - (!!!) See Glossary entry "COLOR"
- 408.7 - Frequency associated with orbit of Juno (asteroid) [MPT]
- 409.1 - Frequency associated with spin of Venus (Note=G#) [BH2]
- 410.0 - "unknown" Chakra (1:10) (Note=Ab) (Venus Spin 409) [BH3]
- 414.7 - Frequency associated with orbit of Uranus (Note=G#) [BH2]
- 416.0 - Psychic Center Chakra (13:1) (Note=Ab) (Uranus Orbit 415) [BH3]; Frequency associated with Iron (mineral nutrient) (Note=Ab) [BH]
- 417 - "Undoing Situations and Facilitating Change"/Solfeggio Frequency 'Re' [SE]
- 418.3 - Frequency associated with bones (Note=Ab) [BH1][BH4]
- 420.82 - Moon: love, sensitivity, creativity, femininity, anima
- 421.3 - Frequency associated with orbit of moon (Note=Ab) [BH2]; Also associated with spin of Mercury, but here, she lists the Note as "A" [BH2].
- 422.8 - Frequency associated with orbit of Neptune (Note=Ab) [BH2]
- 424.0 - (used on) Fatigue (medium=pad) [JB]; Frequency associated with Iodine (mineral nutrient) (Note=Ab) [BH]
- 426.7 - Brow Chakra (Color=Indigo) (Tone='Ay') (Note=A) [MWH]
- 430.8 - Frequency associated with spin of Uranus (Note=Ab) [BH2]
- 432.0 - This frequency is associated with a movement to move the standard tuning of the Western diatonic scale away from the current 440 HZ A note to the 432 HZ A note instead. Proponents of this change indicate music played with a 432 tuning is more pleasant, brighter, and easier on the ears. They also indicate it promotes meditation and relaxed states, and the tuning as a whole resonates with the heart chakra. The tuning has been presumably used by ancient Egyptians, ancient Greeks, and in some classical music (example - Giuseppe Verdi). [AV]
- \*\*438 - Indigo [PL?] (!!!) - See Glossary entry "COLOR"
- 439.0 - Crown Chakra (Color=Violet) (Tone='Eee') (Note=B) [MWH]
- 440 - A (musical note) [PL?]; Associated with Frontal Lobes (Effects=the seventh sense, final decision) (higher octave of 13.8) [TOS]; Associated with collarbones (Effects=vitality, overall balance, stability) (higher octave of 6.88 HZ) [TOS]
- 441.0 - The King's Chamber Frequency - acts towards preservation and equilibrium [EI]
- 442.0 - Frequency associated with orbit of Venus. (Note=A) [BH2]
- 448.0 - Third Eye Chakra (14:1) (Note=A) [BH3]
- 445.0 - ["unknown"] Chakra (1:9) (Note=Bb) (Venus Orbit 442) [BH3]
- 454.0 - (Radionic) Resonance frequency of water [MV]
- 455.4 - Frequency associated with spin of Saturn (Note=A#) [BH2]
- 456.0 - (used on) sinusitis/sinus infection/head cold [RS]

- 461.67 - Frequency associated with orbit of Vesta (asteroid) [MPT]  
464.0 - Frequency associated with Copper (mineral nutrient) (Note=Bb) [BH]; (used on) sinus infections/head colds w/ 728hz,784hz & 880hz [RS]  
\*\*473 - Blue [PL?] (!!!) - See Glossary entry "COLOR"  
473.9 - Frequency associated with spin of Jupiter (Note=Bb) [BH2]  
480 - Crown Chakra (15 : 1) (Note=B) [BH3]; Frequency associated with Phosphorous & Zinc (mineral nutrients) (Note=B) [BH]  
486.2 - Frequency associated with spin of Pluto (Note=B) [BH2]  
492.0 - Frequency associated with Spleen (Note=B) [BH4]; Associated with Cortex (Effects=intelligence) (higher octave of 15.4 HZ) [TOS]  
492.8 - Frequency associated with Adrenals (Note=B) [BH1]; Associated with Adrenals, Thyroid & Parathyroid [BH4]  
493.00 - Frequency associated with the orbit of Gaspra (asteroid) [MPT]  
495 - B (musical note) [PL?]  
495.25 - Frequency associated with orbit of Castalia (asteroid) [MPT]  
497.1 - Frequency associated with spin of Sun. (Note=B) [BH2]  
500.0 - (used to treat) Anthrax (medium=tube) [JB]  
512.0 - 'Ascension' Chakra (Color=White) (Tone=Om') (Note=C) [MWH]  
520.0 - (used on) Headaches (medium=pad) [JB]  
522.0 - (used on) sinus infection/head cold [RS]  
526 - Associated with top of head (Effects=spirit, liberation, transcendence) (higher octave of 16.4 HZ) [TOS] ; Associated with mouth (Effects=speech, creativity) (higher octave of 8.22 HZ) [TOS]  
\*\*527 - Green [PL?] - (!!!) See Glossary Entry "COLOR"  
528 - C (musical note) [PL?]; "Transformation and Miracles (DNA Repair)"/Solfeggio Frequency 'MI' [SE]; "Used by genetic scientists to mend DNA/strengthens cell wall to boost immunity" [EI]  
542 - Bio-energetic frequency for Variolinum (i.e. smallpox vaccine). See disclaimer for 500 HZ. [RS]  
569 - Bio-energetic frequency for Variolinum (i.e. smallpox vaccine). See disclaimer for 500 HZ. [RS]  
\*\*580 - Yellow [PL?] - (!!!) See Glossary Entry "COLOR"  
586.0 - Associated with Circulation & Sex (Note=C#) [BH4]  
588.0 - Associated with the upper lip (Effects=emotions, conflict resolution) (higher octave of 9.19 HZ)[TOS]  
594 - D (musical note) [PL?]  
\*\*597 - Orange [PL?] - (!!!) See Glossary Entry "COLOR"  
620 - Keely Frequency (use with 630 and 12000) [TB]  
630 - Keely Frequency (use with 620 & 12000) [TB]  
633 - Bio-energetic frequency for Anthracinum (i.e. anthrax vaccine). See disclaimer for 500 HZ before even playing with this. [RS]  
639 - "Connecting/Relationships" / Solfeggio Frequency 'FA' [SE]  
658 - Associated With Nasal Passages (Effects=breathing, taste) (higher octave of 10.3 HZ) [TOS]  
660 - E (musical note) [PL?]  
664 - (used for) Fatigue (medium=pad) [JB]  
685 - Associated with ears (Effects=hearing, formal concepts) (higher octave of 13.8 HZ) [TOS]  
\*\*700 - Red [PL?] - (!!!) See Glossary Entry "COLOR"  
704 - F (musical note) [PL?]  
727 (used on) Allergies, Sinusitis [RS]; Commonly used "cure-all" Rife frequency [CR]  
728 - (used on) sinus infections/head colds w/ 784hz,880hz & 464hz. [RS]  
741 - "Awakening Intuition" / Solfeggio Frequency 'SOL' [SE]  
784 -(used on) sinus infections/head colds w/ 728hz,880hz & 464hz. [RS]  
787 - Associated with eyes (Effects=Visualization) (higher octave of 12.3) [TOS]; (used to treat) Allergies, Sinusitis [RS]; Commonly used "cure-all" Rife frequency [CR]  
800 - Commonly used "cure-all" Rife Frequency [CR]  
802 - (used on) sinusitis with 1550 HZ; (used on) sinus infection/head colds [RS]  
820 - (used on) sinus infection/head colds [RS]  
832 - Bio-energetic frequency for Variolinum (i.e. smallpox vaccine). See disclaimer for 500 HZ. [RS]  
852 - "Returning To Spiritual Order" / Solfeggio Frequency 'LA' [SE]  
880 - Associated with Frontal Lobes (Effects=the seventh sense, final decision) (higher octave of 13.8) [TOS]; (used on) Allergies, Sinusitis [RS]; (used on) sinus infections/head colds w/ 728hz,784hz & 464hz. [RS]; Commonly used "cure-all" Rife Frequency [CR]  
952 - (used on) sinus infection/head colds [RS]  
965 - Relaxes muscles, especially those of the neck [KFL]  
984 - Associated with Cortex (Effects=intelligence) (higher octave of 15.4) [TOS]  
1000 - Cerebral neurons  
1024.0 - 'Global' Chakra (Note=C) [MWH]  
1052 - Associated with top of head (Effects=spirit, liberation, transcendence) (higher octave of 16.4 HZ) [TOS]  
1500 - (used on) sinus infection/head colds [RS]  
1550 - (used on) sinusitis with 802 HZ, (used on) sinus infections/head colds [RS];  
1552 - (used on) eye disorders [KFL]

1600 - (used on) eye disorders [ESR]  
2025 - Proton Precession/Water Resonance [TB]  
2048.0 - 'Solar' Chakra (Note=C) [MWH]  
2675 - "The Crystal Resonator". A subharmonic of the frequency of quartz crystal. "extremely effective for charging and clearing quartz crystals .. useful for clearing and balancing of their own energies. Some claim it energize crystals in the brain. Others say that it activates aspects of the auric field. " (medium=sound/tuning fork) [JG]  
3222 - Bio-energetic frequency for Variolinum (i.e. smallpox vaccine). See disclaimer for 500 HZ. [RS]  
3040 - Use for pain along with 95 HZ [ESR]  
4186 - highest note on a piano [MP2]  
4096.0 - 'Galactic' Chakra (Note=C) [MWH]  
4400 - (used on) sinus infections/head colds - try scanning between 4384 & 4416 by intervals of 8 HZ. [RS]  
5000-8000 HZ - recharge "brain batteries" most rapidly. Fastest recharge at 8000 HZ. "The anxiety-easing, memory-expanding 60-beat tempo creates easy communication with the subconscious mind." [PSI]  
5000 - Commonly used "cure-all" Rife frequency [TB+CR]; (used on) allergies, sinus infections/head colds - short use only -- long exposures destroy red blood cells. [RS/KFL]  
8192.0 - 'Universal' Chakra (Note=C) [MWH]  
9999 - General vitality & energy [KFL]  
10,000 - Commonly used "cure-all" Rife frequency [TB+CR]; (used to treat) alcoholism, allergies, headaches [RS]  
12,000 HZ - Keely Frequency (use with 620 HZ & 630 HZ) [TB]  
16,000 - 20,000 - Upper range for normal hearing [MP2]  
23,000 up - Hypersonic Sounds [above human hearing]  
38000 - 40000 HZ - Magic Window [EX via MM+TB]  
42800 HZ - Aetheric dissociation/water resonance (water -> aetheric force) [TB]  
----- Note - down from this point are KHZ [kilohertz] values, not HZ values  
150-160 KHZ - Magic Window [EX via MM+TB]  
180 KHZ - Ferromagnetism [TB]  
----- Note - down from this point are MHZ [megahertz?] values, not HZ values  
1.1-1.3 MHZ - Magic Window [EX via MM+TB]  
388 MHZ - Alleged to cause damage/disruption to humans [TB]  
----- Note - down from this point are GHZ [gigahertz?] values, not HZ values  
1.057 GHZ - Magic Window [EX via MM+TB]  
----- Note - down from this point are PHZ [Petahertz] values, not HZ values (1 PHZ = 1,000,000,000,000,000 HZ.)  
10 PHZ - Magic Window in the near ultra-violet range [EX via MM+TB]; "life energy" frequency [EX via MM]

Other factor is the biorhythm of the online game players [3].

In this study we get our customers birthdate at welcome screen then we direct her/him to the different theme of our websites. He/she will feel very comfort with it, because it has been designed for his/her personality at that time. To describe our method firstly we should explain the biorhythm. Wilhelm Fliess, a highly respected and prominent doctor in Berlin, did pioneer work on biorhythms in the 1890s. Fliess, who had observed 23- and 28-day rhythms in many of his patients, began to collect statistics on the periodic occurrence of fevers, childhood disease, and the susceptibility to disease and death. With these statistics in hand, Fliess believed he had detected rhythms which were fundamental to man's life. Dr. Fliess later developed two major biorhythm theories: first, that Nature bestows on man "master internal clocks" which begin counting time at birth and continue throughout life; and second, that one of these clocks regulates a 9-3-day cycle influencing man's physical condition and another regulates a 28-day cycle influencing emotions or degree of sensitivity. A widely read man, Fliess speculated on why these two rhythms should prevail. He believed, much as we do today, that man is essentially bisexual in nature, composed of both male and female elements. Fliess called the 23-day physical cycle the male cycle, since it influenced strength, endurance, and vitality. He considered the 28-day cycle to be representative of the female element in all human beings; it governed sensitivity, intuition, love, and creativity-the entire emotional spectrum. Wilhelm Fliess wrote extensively about the biorhythm theory, but the mathematics and statistics he used to support it were so massive and confusing that few people bothered to closely examine or to understand them. Still, the basic premise of the theory caught on. The idea of periodic rhythms in man created a considerable controversy among his colleagues, one which still exists today. Most scientists have accepted the fact that man's physical and emotional states are in constant flux, but many do not agree that these changes are influenced by regular biological cycles that start at birth. One of Fliess' contemporaries who kept an open mind to his ideas was Sigmund Freud, a man with extremely revolutionary ideas of his own at the time. Early in his career, Freud showed extreme interest in and admiration for Fliess' theories, and they soon became very close friends. One hundred and eighty-four letters from Freud to Fliess have been published; unfortunately, the replies from Fliess have been lost. Important ideas tend to spread rapidly in the scientific community. Dr. Hermann Swoboda, Professor of psychology at the University of Vienna, read Fliess' work while still a young man, and by the turn of the century was himself researching, lecturing, and writing on biorhythms. Swoboda, who detected a periodicity in the occurrence of dreams and thinking processes, and in fevers, asthma, heart attacks, and the outbreak of illness, believed his own investigations confirmed Fliess' observations on the 23-day and 28-day cycles. Swoboda contributed to the theory the notion of the "critical" day, when the cycle shifts from high to low or low to high; a day of instability and usually of some stress for most people. When we seem to have more energy, vitality, and emotional control. There are days when these same feelings are at low ebb. And there are also those days when we react to situations in a totally unexpected way. There are many people who

support the biorhythm theory. Bertram Brown, Director of the National Institute of Mental Health, has said, "These biorhythms have a lot of validity. They help explain in part everything from having a bad week to exciting scientific things like the varied effects medications have when administered at different times." Now we should add that biorhythm has different types such as physical, emotional, intellectual, etc.

<i>Curve</i>	<i>Cycle Length</i>
Physical	23 days
Emotional	28 days
Intellectual	33 days
Spiritual	53 days
Awareness	48 days
Aesthetic	43 days
Intuition	38 days

The score depends on your age measured in days. When calculating the Age in Days the leap days of course have to be regarded. Also, the hour of birth and current time at the day (obtain by computer time) may influence the result. At this point we can predict our customers' biorhythm. For example if his/her emotional biorhythm is negative we can control his/her behavior as a negative path, by feeding enjoyable frequencies to her/his brain. He/she feels enjoyable during his/her negative action in online game. This manner can be used for special theme and location for our future use. Hence his/her brain is controlled to do specific negative action in special theme and location in future. When we need to do specific mission in the specific location we can use those human near the place of our mission. Which one of the programmed brain is better? The time we want to do the mission we can use the actual date and time in that location. By knowing the time and date we calculate the biorhythm of all of our programmed brains. The programmed brain which has negative emotional and intellectual is better for the mission in addition if he/she has positive physical biorhythm at the time of mission can be used more effective with the chance of more success for the mission. If we want the best brain programmed person to do the specific logical mission we use the biorhythm such that intellectual be most positive. On the other hand he/she should have negative emotional and spiritual. For more success to attract web attender is to apply his/her society psychological thinking. For this goal we should apply the IP of the web attender. Some of the researches shows if the web attender is from dry countries such as Arabic countries their society psychological thinking differs to wet countries such as Turkey. In the same way, their religions also is important factor for accurate prediction. Other factors such as web attender is a man or woman also can help us to improve our prediction. For instance men like rectangular shapes on the other hand ladies do not like it. Men like to decide logically at the same time, ladies like to decide emotionally. With this in mind we can direct the online game players to be better hypnotized, which he/she feel friendlier and comfort. It means we should have, variable web games depend on our customers' information. By applying these factors, intelligent webs also would be more successful in their duties. Intelligent webs should predict their customers. As an illustration, in winter customer with negative physical biorhythm should be welcomed to our web with hot themes. However in summer customer with positive physical biorhythm can be enter our web by cool themes. The themes and designs should have very different levels, for instance customer from hot country (predicted by IP), entered to our web in summer (predicted by date of computer), with critical physical biorhythm (predicted by his/her date of birth), negative intellectual biorhythm (predicted by his/her date of birth) and he is a young man should be directed to level five of cool themes, and level three of easy description, level four of text without need any logical explanations and level to for man design. Function to find the biorhythm and to detect customers' actions is shown below. In this function the birthday of customer and the present date, uses to obtain the customers' biorhythm. Which variable "di" in the Biorhythm is the total days who customer lives? Then by applying the formula (  $SIN(360 * (di / 23))$  ) we can get the sinusoidal curve of Physical biorhythm. To get other biorhythm curves we can use same formula just by replacing "23" with other periodic time. It is shown below.

<i>Curve</i>	<i>Cycle Length</i>
Physical	23 days
Emotional	28 days
Intellectual	33 days
Spiritual	53 days
Awareness	48 days
Aesthetic	43 days
Intuition	38 days

Function Biorhythm

( minnumberx,yx,tavalodminnumberx,tavalodyx,xxh,xxmi,tth,ttmi)

diy=(val(alltrim(yx))-val(alltrim(tavalodyx)))\*365.25

dim=minnumberx-tavalodminnumberx

dih=(((val(alltrim(xxh))\*60+val(alltrim(xxmi)))-(val(alltrim(tth))\*60+val(alltrim(ttmi))))/60)/24)

di=diy+dim+dih

xphysical= 100 \* sin ( 360 \*(di / 23))

xemotional=100 \* sin ( 360 \*(di / 28))

xintellectual=100 \* sin ( 360 \*(di / 33))

xspiritual=100 \* sin ( 360 \*(di / 53))

xawareness=100 \* sin ( 360 \*(di / 48))

xaesthetic=100 \* sin ( 360 \*(di / 43))

xintuition=100 \* sin ( 360 \*(di / 38))

if xphysical>-5 and xphysical<5

outphysical=" Critical Physical "

else

if xphysical>0

outphysical="Physical Positive"

sicologycally=sicology(1)+sicology(11)

else

outphysical=" Physical Negative"

sicologycally=sicology(1)+sicology(11)

endif

ENDIF

if xemotional>-3 AND xemotional<3

outemotional=" Critical Emotional"

else

if xemotional>0

outemotional="Emotional Positive"

sicologycally=sicology(3)

else

outemotional="Emotional Negative"

sicologycally=sicology(3)

endif

endif

if xintellectual>-3 and xintellectual<3

outintellectual=" Critical Intellectual"

else

if xintellectual>0

outintellectual=" Positive Intellectual"

sicologycally=sicology(4)

else

outintellectual="Negative Intellectual "

sicologycally=sicology(4)

endif

endif

if xspiritual>-3 and xspiritual<3

outspiritual=" Critical Spiritual "

else

if xspiritual>0

outspiritual=" Positive Spriritual"



```
sicologically=sicology(2)
else
outspritual=" Negative Spritual"
sicologically=sicology(2)
endif
endif
```

Some biorhythms shown in Fig. 3. To Fig. 5

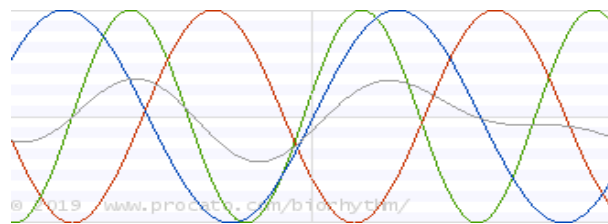


Fig. 3

Physical 27%, Emotional -62%, Intellectual 0%, Overall -12%

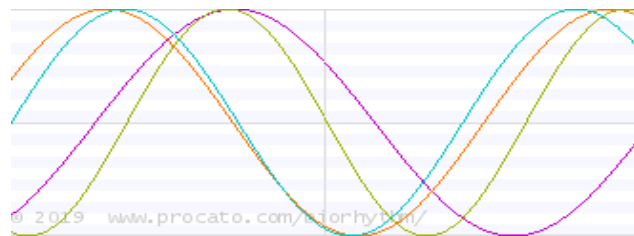


Fig. 4.

Spiritual 51%, Awareness -92%, Aesthetic -95%, Intuition -0%

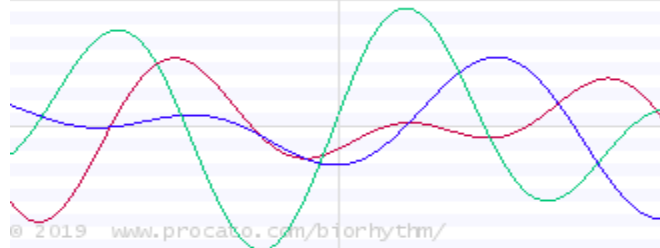


Fig. 5.

Passion -18%, Wisdom -31%, Mastery 13%

In the Fig. 3 to Fig. 5 the different kind of biorhythm is shown and by using not only each of these but also by overall of these we can use for prediction.

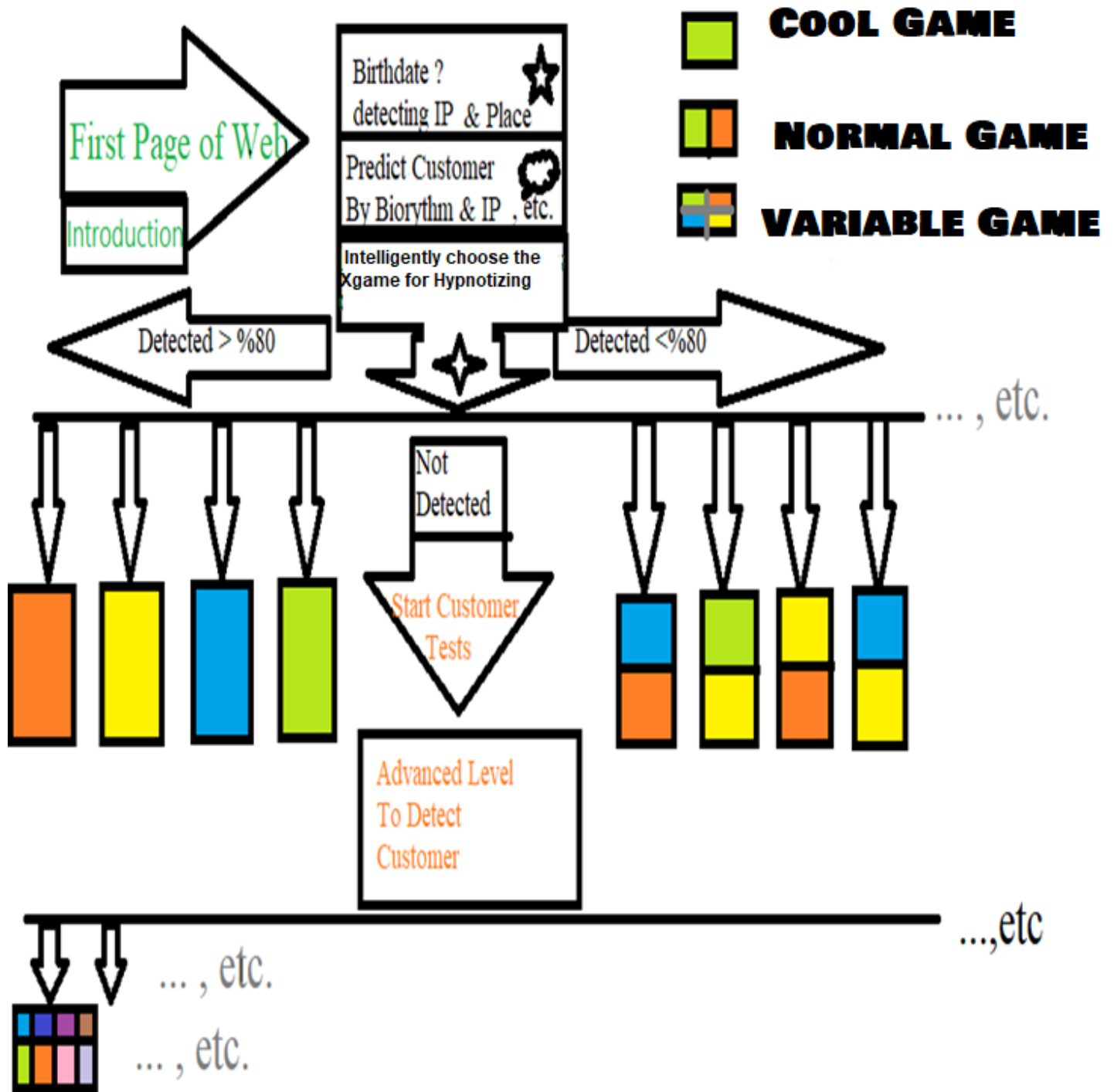


Fig. 6. The Total Procedure for predict online game players by their biorhythm

In this study we get our customers eye scan and place of the computer on her/his table. In the welcome screen, we use eye scan as a password, then we direct her/him to the different theme and different written manners of our websites. He/she will feel very comfort with it, because it has been designed for his/her personality at that time. To describe our method firstly we should explain the iridology. Dr. Jensen's Guide [20], and other books and papers such as [19], [5],[6] and etc. Shows that not only eye scan shows the behavior of the people but also convey her/his diseases. As the main psychological behavior we have four different type of activities due to the people iridology. The psychological behavior can be predicted by eye scan and comparing with the four main known samples.



Fig. 7

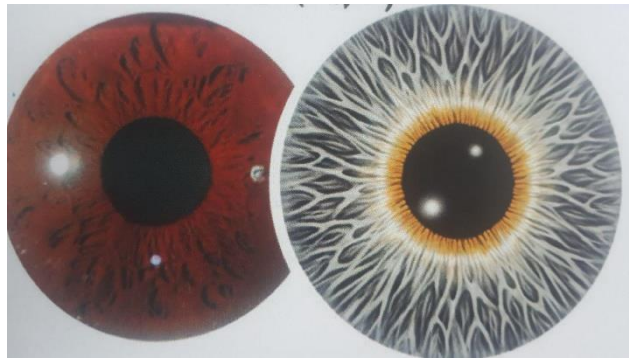


Fig. 8

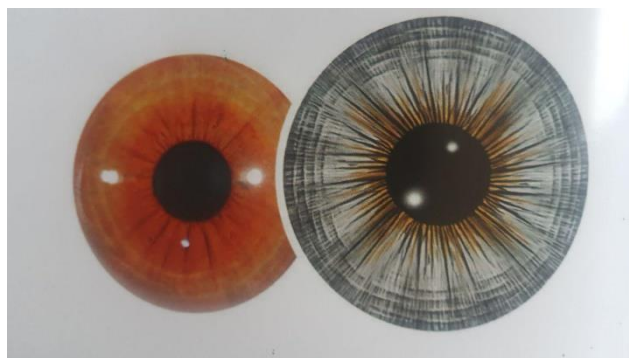


Fig. 9

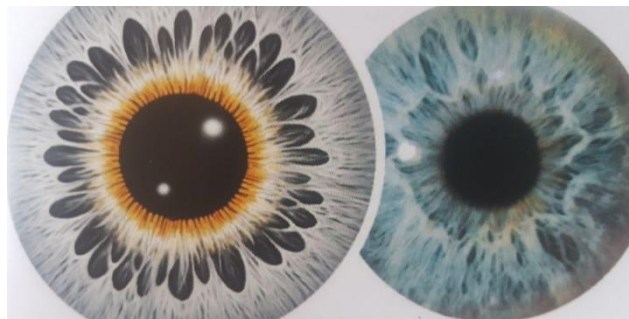


Fig. 10

Fig. 7 to Fig. 10 shows four main type of eye scan which each one of these shows four different main manner of people. Fig. 7 convey the people with the idealist manner. On the other hand Fig. 8 shows the people who likes money, properties and business. The Fig. 9 belongs to the people who enjoy tours and trips. Last figure Fig. 10 disclose scientific people. Hence if when we are negotiating with an idealist person the logical way of talking is quite differ to negotiating with scientific people. In the same manner in the composite websites we

should use different themes, different manner of text and different ways of logical reasons to be the winner. If we want to divide these people in the hot manner and cold manner. We can say Fig. 7 and Fig. 9 are hot people and Fig. 8 and Fig. 10 are cold people. Now we want to discuss about the position of computer on the table of our users [7], [8], [9], [10], [11], [12], [13], [14], [15], [16], [17], [18].

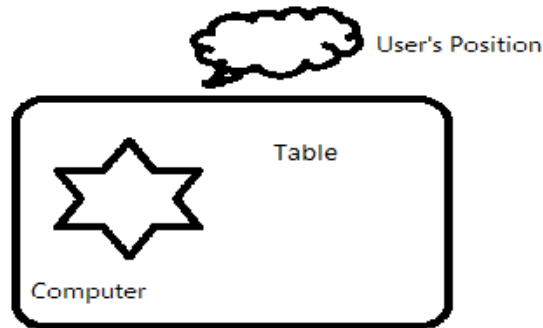


Fig. 11

In Fig. 11 the place of computer is on the right side of user so the user feels very friendly with computer. In this case the text in the website is most effective on the brain of user. The user mostly uses the computer as a good friend and during the usage, user does not feel any stress.

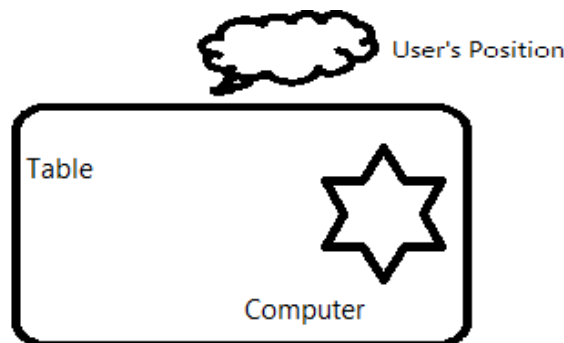


Fig. 12

In Fig. 12 the place of computer is on the left side of user so the user feels the computer as a boss or director. In this case the text in the website is disturbing the brain of user (mostly when the user is hot manner person). The user mostly uses the computer as a boss or director, user feels should obey the computer.

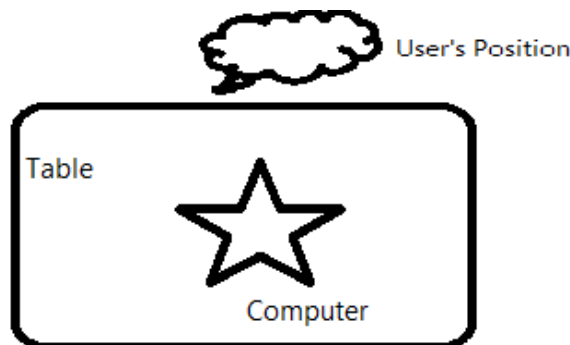
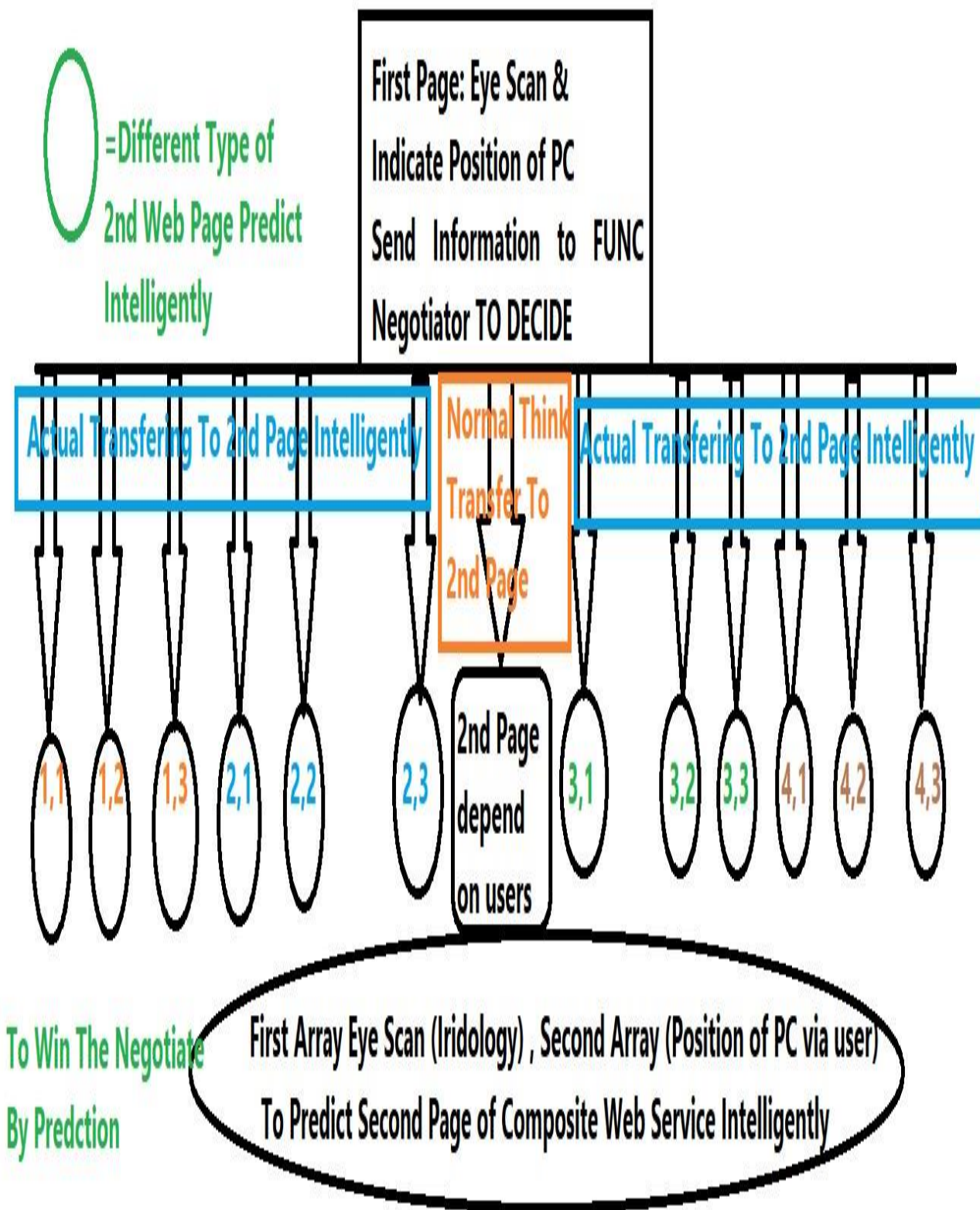


Fig. 13

In Fig. 13 the place of computer is on the front side of user so the user feels the computer as a competitor. In this case the text in the website is mostly make the brain of user to find a way to convey the computer's text is wrong. The user uses the computer as a competitor, user mostly feels to compete with the computer.

Hence when we want to obtain the most benefit from the composite web users we should consider not only the psychological manner of the user but also the position of our negotiator in her/his place. It is very clear that if we are negotiate with one ideologist person and we are sitting on her/his write side is quite different to sitting on the left hand of him/her. This is very important to consider the psychological manner of the composite web user and also the position of our negotiator in his/her place (the computer). To win any kind of negotiation, to predict other side of negotiation psychological manner is the must. To choose the best position to other side, is also very important for winning the negotiation.

Now we try to describe how we use the composite web users' eye scan and the position of computer via users. After getting online images through our composite web service, we send it to the function named "Negotiator". In this function we compare the eye scan with our four main different eye scan, and also we compare the users' image to verify position of computer via user. The output of this function as shown below will call another function named "TheWayOfNegotiation". This called function will decide about the different kind of written text, themes of screen, the logical way of proof and the sensitive ways to direct the composite web users to our goal. The number of different ways are twelve ways. Multiplying main four kind of eye scans by three different position of computer via users, we obtain twelve different ways of negotiation.



Function Negotiator

(webusereyescan,data1eyescan,data2eyescan,data3eyescan,data4eyescan,webuserposition,data1userposition,data2userposition,data3userposition)

Compare1=ImageProssesor(webusereyescan, data1eyescan)  
 Compare2=ImageProssesor(webusereyescan, data2eyescan)  
 Compare3=ImageProssesor(webusereyescan, data3eyescan)  
 Compare4=ImageProssesor(webusereyescan, data4eyescan)

CC=FindMaximum(Compare1, Compare2, Compare3, Compare4)  
 If CC=Compare1  
 PredictPersonality=X1  
 Endif  
 If CC=Compare2  
 PredictPersonality=X2  
 Endif  
 If CC=Compare3  
 PredictPersonality=X3  
 Endif  
 If CC=Compare4  
 PredictPersonality=X4  
 Endif

PositionCompare1=ImageProssesor(webuserposition, data1userposition)  
 PositionCompare2=ImageProssesor(webuserposition, data2userposition)  
 PositionCompare3=ImageProssesor(webuserposition, data3userposition)  
 PC=FindMaximum(PositionCompare1, PositionCompare2, PositionCompare3)  
 If PC=PositionCompare1  
 PredictNegotiation=Y1  
 Endif  
 If PC=PositionCompare2  
 PredictNegotiation=Y2  
 Endif  
 If PC=PositionCompare3  
 PredictNegotiation=Y3  
 Endif

TheWayOfNegotiation(PredictPersonality,PredictNegotiation)

EndFunc

The results for asking the online game players which took place with their own decision (by biorhythm prediction) is shown in Fig 14.

Works	Samples	Excellent	Good	Not Good
Not predicted	20	3	7	10
Predicted	30	9	10	11
Predicted -18 *	10	6	2	2
Predicted +18*	10	3	4	3
Predicted +40*	10	1	3	6

Fig. 14 (predicted by biorhythm) results of Hypnotization by online games (Applying Enjoyable Frequencies)



The results for asking the online game players which took place with their own decision (by iridology prediction) is shown in Fig 15.

Works	Samples	Excellent	Good	Not Good
Not predicted	20	3	7	10
Predicted	30	7	12	11
Predicted -18 *	10	5	2	3
Predicted +18*	10	3	3	4
Predicted +40*	10	1	1	8

Fig. 15 (predicted by iridology) results of Hypnotization by online games (Applying Enjoyable Frequencies)

The results for asking the online game players which took place with their own decision (by iridology & biorhythm prediction) is shown in Fig 16.

Works	Samples	Excellent	Good	Not Good
Not predicted	20	3	7	10
Predicted	30	13	13	4
Predicted -18 *	10	8	2	0
Predicted +18*	10	5	4	1
Predicted +40*	10	3	3	4

Fig. 16 (predicted by iridology & biorhythm) results of hypnotization by online games (Applying Enjoyable Frequencies)

## 4. Conclusions

In this research, the main aim is to develop a new method to hypnotize online game players for special mission. To predict users such that best game select for her/him. In order to achieve this goal, we use special frequencies to program his/her brain. For instance for our wanted action in the game, if he/she does correctly, we feed his/her brain by enjoyable frequencies. After number of times automatically he/she will used to the game and the enjoyable frequency. After any sadness he/she comes back to game to hear the frequency. Users' psychology manner can be defined. After analyzing these information, the new approach is proposed to ask him/her for our mission. The results were acceptable. The obtained result in this research was better than the result obtained by only one predictions way.

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